CLAIMS

1. (Currently Amended) A method for producing a graphical user interface of an application program, the method comprising:

storing a graphic file created by a multi-layered type computer program, the graphic file containing a list of control objects, wherein each control object is in at least one layer, dictates at least one attribute of a control element, is editable by a user, and is independently editable relative to a different control object, wherein each of a plurality of the control objects is in a different layer, wherein each layer, when presented on a user interface used to create or edit the graphics file, appears as a series of transparent overlays of the layers on the user interface, and wherein each layer contains an image of the user interface of the application program; and

creating an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on the graphical user interface of the application program, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file.

2-3. (Cancelled)

4. (Previously Presented) The method of claim 1, wherein the at least one layer of the first control object is grouped with other layers in the graphic file.

5. (Cancelled)

6. (Original) The method of claim 1, wherein the control element is an edit control to manipulate a time-based stream of digital video information by moving a play-head along a course of frames of a clip of a digital video scene of interest.

7. (Previously Presented) The method of claim 1, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

8. (Cancelled)

9. (Currently Amended) A computer system comprising:
    a storage;
    a display device; and

a processor coupled to the display device and the storage for:

storing a graphic file created by a multi-layered type computer program, the graphic file containing a list of control objects, wherein each control object is in at least one layer, dictates at least one attribute of a control element, is editable by a user, and is independently editable relative to a different control object, wherein each of a plurality of the control objects is in a different layer, wherein each layer, when presented on a user interface used to create or edit the graphics file, appears as a series of transparent overlays of the layers on the user interface, and wherein each layer contains an image of the user interface of the application program; and

creating an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on a graphical user interface of the application program, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file.

10-11. (Cancelled)

12.　(Previously Presented)　The system of claim 9, wherein the at least one layer is grouped with other layers.

13.　(Cancelled)

14.　(Currently Amended)　The system of claim 9, wherein the control element is an edit control to manipulate a time-based stream of digital video information by moving a play-head along a course of frames of a clip of a digital video scene of interest.

15.　(Previously Presented)　The system of claim 9, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

16.　(Cancelled)

17.　(Currently Amended)　A system for producing a graphical user interface of an application program, comprising:

means for storing a graphic file created by a multi-layered type computer program, the graphic file containing a list of control objects, wherein each control object is in at least one layer, dictates at least one attribute of a control element, is editable by a user, and is independently editable relative to a different control object, wherein each of a plurality of the control objects is in a different layer, wherein each layer, when presented on a user interface used to create or edit the graphics file, appears as a series of transparent overlays of the layers on the user interface, and wherein each layer contains an image of the user interface of the application program; and

means for creating an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on the graphical user interface of the application program, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file.

18-19.   (Cancelled)

20.   (Previously Presented) The system of claim 17, wherein the at least one layer is grouped with other layers.

21.   (Cancelled)

22.   (Currently Amended) The system of claim 17, wherein the control element is an edit control to manipulate a time-based stream of digital video information by moving a play-head along a course of frames of a clip of a digital video scene of interest.

23.   (Previously Presented) The system of claim 17, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

24.   (Cancelled)

25.   (Currently Amended) A computer readable medium having stored executable instructions, which, when executed by a computer system for producing a graphical user interface of an application program, cause the computer system to:

store a graphic file created by a multi-layered type computer program, wherein each control object is in at least one layer, dictates at least one attribute of a control element, is

editable by a user, and is independently editable relative to a different control object, wherein each of a plurality of the control objects is in a different layer, wherein each layer, when presented on a user interface used to create or edit the graphics file, appears as a series of transparent overlays of the layers on the user interface, and wherein each layer contains an image of the user interface of the application program; and

create an application program other than the multi-layered type computer program to access the graphic file and to display a control element from the graphic file on the graphical user interface of the application program, the control element having at least one attribute dictated by one of the control objects in the at least one layer of the graphic file.

26-27. (Cancelled)

28.   (Previously Presented) The computer readable medium of claim 25, wherein the at least one layer is grouped with other layers.

29.   (Cancelled)

30.   (Original) The computer readable medium of claim 25, wherein the control element is an edit control to manipulate a time-based stream of digital video information by moving a play-head along a course of frames of a clip of a digital video scene of interest.

31.   (Previously Presented) The computer readable medium of claim 25, wherein the at least one attribute is at least one of an appearance and location and size and element type and state and function and behavior in a particular environment.

32.   (Cancelled)

33.   (Previously Presented) The method of claim 1, wherein the at least one layer is linked with other layers.

34.   (Previously Presented) The computer system of claim 9, wherein the at least one layer is linked with other layers.

35.   (Previously Presented) The system of claim 17, wherein the at least one layer is linked with other layers.

36.   (Previously Presented) The medium of claim 25, wherein the at least one layer is linked with other layers.

37.   (Currently Amended) A method for producing a graphical user interface of an application program, the method comprising:

creating a graphic file containing a list of layers, wherein each layer dictates at least one attribute of a control element, wherein each layer is editable by a user, and is independently editable relative to a different control object, wherein each of a plurality of the control objects is in a different layer, wherein each layer, when presented on a user interface used to create or edit the graphics file, appears as a series of transparent overlays of the layers on the user interface, and wherein each layer contains an image of the user interface of the application program;

creating an application program to access the graphic file and to display a control element from the graphic file on the graphical user interface of the application program, the control element having at least one attribute dictated by one layer of the graphic file; and

storing the graphic file and the application program.

38.   (Previously Presented) The method of claim 37 wherein the graphic file is created using a multi-layered type computer program other than the application program, and wherein each of the plurality of the control objects in the different layers is selected and changed without affecting any other layer of the layers on the user interface.

39.   (Previously Presented) The method of claim 37 wherein the layers are grouped.

40.   (Previously Presented) The method of claim 37 wherein the layers are linked.

41.   (Currently Amended) A system for producing a graphical user interface of an application program, comprising:

means for storing a graphic file containing a list of layers, wherein each layer dictates at least one attribute of a control element, wherein each layer is editable by a user, and is independently editable relative to a different control object, wherein each of a plurality of the control objects is in a different layer, wherein each layer, when presented on a user interface used to create or edit the graphics file, appears as a series of transparent overlays of the layers on the user interface, and wherein each layer contains an image of the user interface of the application program; and

means for storing an application program to access the graphic file and to display a control element from the graphic file on the graphical user interface of the application program, the control element having at least one attribute dictated by one layer of the graphic file.

42.   (Previously Presented) The system of claim 41 wherein the graphic file is created using a program other than the application program.

43.   (Previously Presented) The system of claim 41 wherein the layers are grouped.

44.   (Previously Presented) The system of claim 41 wherein the layers are linked.

45.   (Currently Amended) A computer readable medium having stored executable instructions, which, when executed by a computer system for producing a graphical user interface of an application program, cause the computer system to:

store a graphic file containing a list of layers, wherein each layer dictates at least one attribute of a control element, wherein each layer is editable by a user, and is independently editable relative to a different control object, wherein each of a plurality of the control objects is in a different layer, wherein each layer, when presented on a user interface used to create or edit the graphics file, appears as a series of transparent overlays of the layers on the user interface, and wherein each layer contains an image of the user interface of the application program; and

store an application program to access the graphic file and to display a control element from the graphic file on the graphical user interface of the application program, the control element having at least one attribute dictated by one layer of the graphic file.

46.   (Previously Presented) The medium of claim 45 wherein the graphic file is created using a program other than the application program.

47.   (Previously Presented) The medium of claim 45 wherein the layers are grouped.

48.   (Previously Presented) The medium of claim 45 wherein the layers are linked.

49.   (Previously Presented) The method of claim 1 further comprising the graphics file program displaying the control objects and allowing the control objects to be edited using the graphics file program to change the control element attribute as dictated by the editing of the control objects.

50.   (Previously Presented) The method of claim 39, wherein allowing the control objects to be edited comprises allowing use of a graphics file program to independently change the control objects to cause the corresponding attribute of the control element to change.

51.   (Currently Amended) The method of claim 1 wherein the multi-layered type computer program comprises a graphics editor; and

the control object comprises a picture-related control object embodied in an image page and depicting a control element as the element would appear on the graphical user interface or comprises a textual description of an attribute of a control element listed on a layer list page; further comprising:

the graphics editor forwarding through, reversing through, and editing frames of a clip of digital video.

52.   (Currently Amended) The method of claim 51 wherein the application program comprises a video editing program to edit video and movies having a time based stream of video information;

wherein the control objects may be edited by adding, deleting, or changing the control object to revise the control elements of the graphical user interface of the application program without converting the graphical user interface of the application program to an intermediate format or recompiling the graphical user interface of the application program; and

wherein the control elements have at least one of an appearance of an element, a location of an element, a size of an element, a type of a graphical user interface environment, a state of a graphical user interface environment, function of a graphical user interface environment or a behavior of a graphical user interface environment dictated by the control objects.

53.   (Previously Presented) The method of claim 1 wherein editing a control object causes a control element to be edited.

54.   (Previously Presented) The method of claim 1, wherein the control objects may be edited by adding, deleting, or changing the control object to revise the control elements of the graphical user interface of the application program without converting the graphical user interface of the application program to an intermediate format or recompiling the graphical user interface of the application program.

55.   (New) The method of claim 1, wherein each of the layers has an order relative to the other layers in the series of transparent overlays.